

## CLAIMS

I claim:

1. A computerized system for instructing a person in the judgmental aspects of an athletic sport or for practicing said judgmental aspects, said system comprising:
  - 5 an electronic storage device for storing a plurality of discrete physical factors describing a real or hypothetical situation in said athletic sport and for storing athletic sport action information regarding a plurality of different kinds of discrete actions that may be taken in response to said situation; and
  - a processor communicating with said storage device for selecting a plurality of
  - 10 specific discrete actions from said action information, said specific actions defining an appropriate physical response to said real or hypothetical situation;
  - an output device for communicating said appropriate response to said person.
2. A system as in claim 1 wherein said one of said plurality of different kinds of actions is selected from the group consisting of: grip; stance, swing and shot.
- 15 3. A system as in claim 2 wherein said sport is selected from the group consisting of tennis, hockey, and golf.
4. A system as in claim 1 wherein said sport is golf and said plurality of different kinds of actions include club selection and shot selection.
5. A system as in claim 1 wherein said sport is tennis.
- 20 6. A system as in claim 1 wherein said sport is hockey.
7. A system as in claim 1 wherein said sport is skiing.
8. A system as in claim 1 wherein said electronic storage device stores a plurality of groups of said specific actions, each group representing the response of a different expert to one or more predetermined situations.
- 25 9. A system as in claim 8 and further including an input device for selecting one of said experts.
10. A system as in claim 1 and further including an input device for inputting said playing factor information.
11. A system as in claim 1 wherein said electronic storage device includes a
- 30 visual storage portion for storing visual information showing one or more of said specific actions and said output device comprises a display for displaying said visual information.
12. A system as in claim 11 wherein said one or more specific actions are specific actions selected from the group consisting of: grip; stance, swing and shot.

13. A system as in claim 12 wherein said visual information depicts an expert illustrating said one or more specific actions.

14. A system as in claim 13 wherein said visual storage portion stores a plurality of groups of said visual information, each group representing the response  
5 of a different expert to one or more predetermined situations.

15. A system as in claim 14 and further including an input device for selecting one of said experts.

16. A system as in claim 1 wherein said electronic storage device, said processor, and said output device are part of a personal computer.

10 17. A system as in claim 1 wherein said electronic storage device, said processor, and said output device are part of a portable computer small enough to be held in a human hand.

18. A system as in claim 1 wherein said electronic storage device, said processor, and said output device are part of a cellular telephone.

15 19. A system as in claim 1 wherein said system includes a wireless Internet communication device.

20. A system as in claim 1 and further including: an input device for entering a personal tip and for associating said personal tip with an item selected from the group consisting of one or more of said playing factors, one or more of said actions,  
20 and one or more of said specific actions; and said output device includes an electronic device for outputting said personal tip along with said item.

21. A system as in claim 1 and further including an input device for permitting said person to input a plurality of discrete actions defining a personal response to said situation.

25 22. A system as in claim 21 wherein said electronic storage devices also stores expert comments regarding said discrete actions, said processor further compares said selected plurality of specific discrete actions to said input plurality of specific discrete actions, and provides one or more of said expert comments when one of said selected actions does not agree with a corresponding input action.

30 23. A system as in claim 21 and further including an input device for inputting a plurality of discrete results corresponding to said input actions.

24. A system as in claim 23 wherein said processor uses said input discrete results in selecting said plurality of discrete actions.

25. A method for instructing a player in the judgmental aspects of an athletic

sport or for practicing said judgmental aspects, said system comprising:

storing in an electronic memory: playing factor information regarding a real or hypothetical situation in said athletic sport; and athletic sport action information regarding a plurality of different kinds of discrete actions that may betaken in response  
5 to said situation;

electronically selecting from said action information a plurality of discrete specific actions defining an appropriate response to said situation; and

communicating said appropriate response to said player.

26. A method as in claim 25 and further including inputting said playing factor  
10 information and a plurality of personal discrete actions that define a personal response to said situation.

27. A method as in claim 26 and further including the step of comparing said selected discrete actions to said personal discrete actions and providing an expert comment related to a difference between corresponding ones of said selected and  
15 personal discrete actions.

28. A machine readable storage medium containing instructions for performing a method of instructing a player in the judgmental aspects of a sport or a method of practicing said judgmental aspects, said method including the steps of:

storing in an electronic memory: a plurality of discrete playing factors defining  
20 a real or hypothetical situation in said athletic sport; and athletic sport action information regarding a plurality of actions that may betaken in response to said situation;

electronically selecting from said action information a plurality of discrete specific actions defining an appropriate response to said situation; and

25 communicating said appropriate response to said player.

29. A system for instructing a player in a sport or for practicing said sport, said system comprising:

an first electronic input device for inputting a real or hypothetical situation in said sport;

30 an electronic display for displaying said situation;

a second electronic input device for inputting a plurality of discrete actions defining an appropriate response to said situation; and

an output device for communicating said appropriate response to said player.

30. A system for instructing a player in a sport as in claim 29 and further

including a storage device for storing personal data about said player, and wherein said electronic display also displays said personal data.